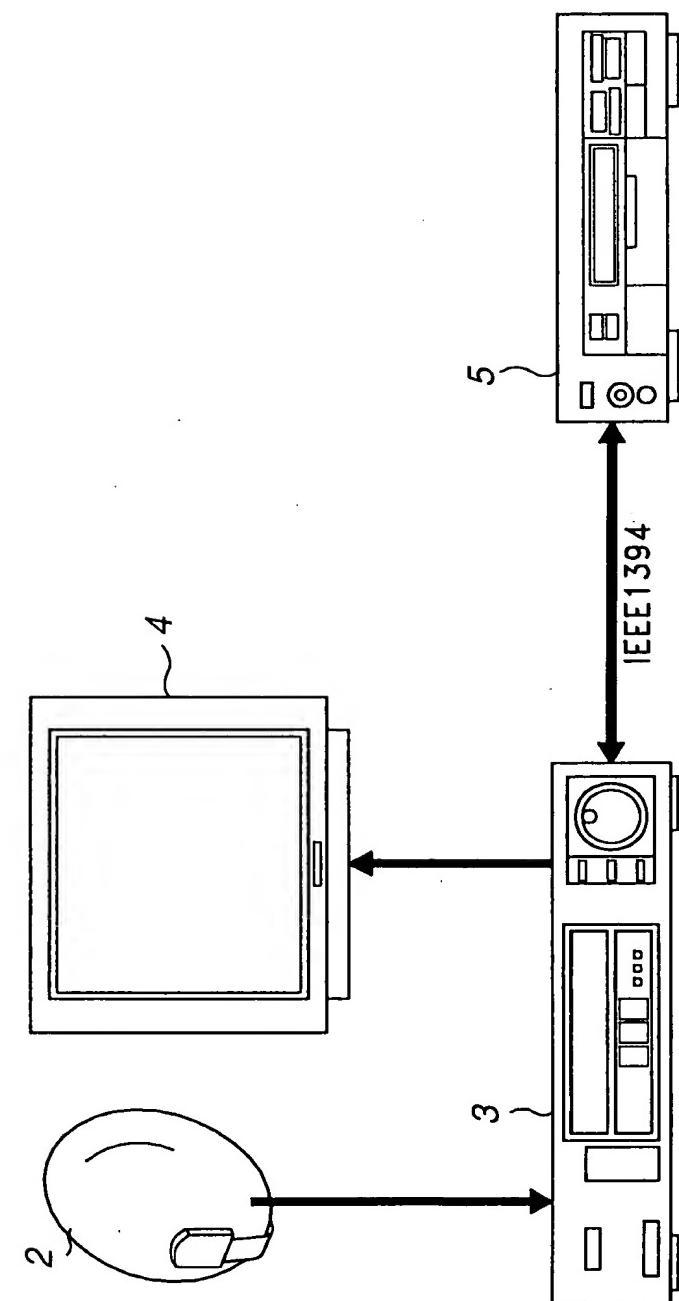
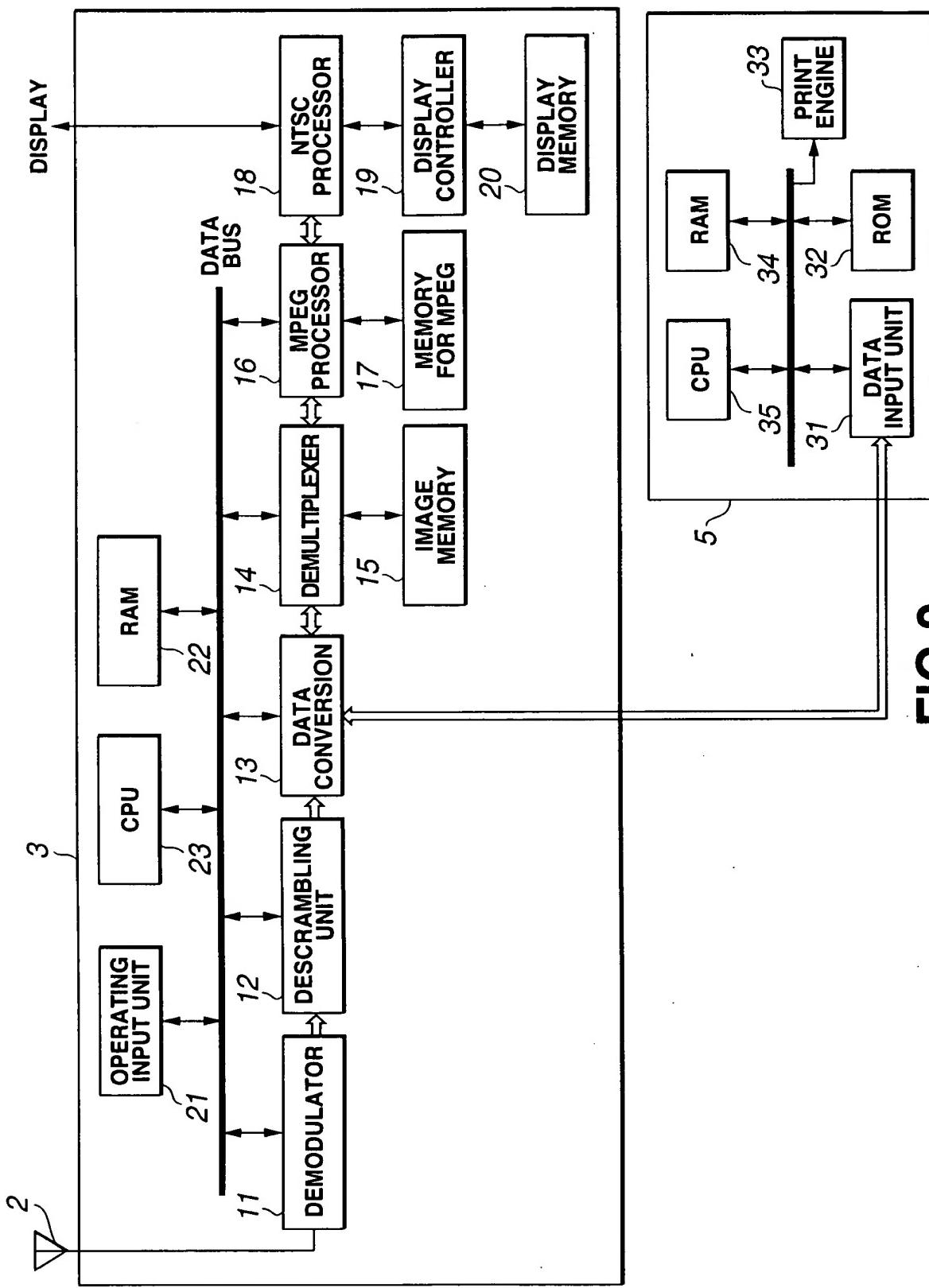


**FIG. 1**

**FIG.2**



100

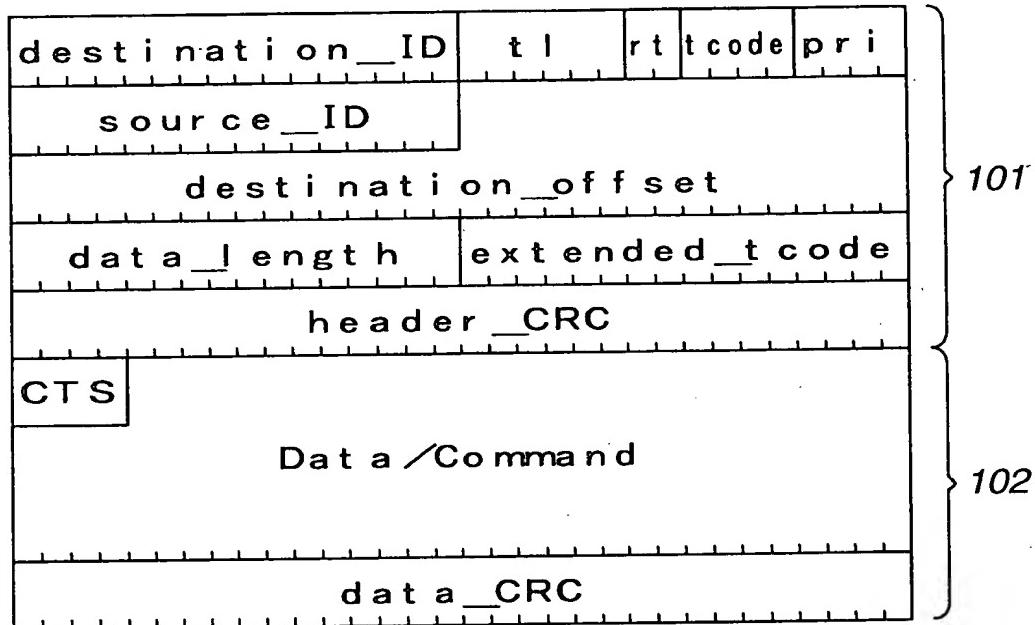


FIG.3

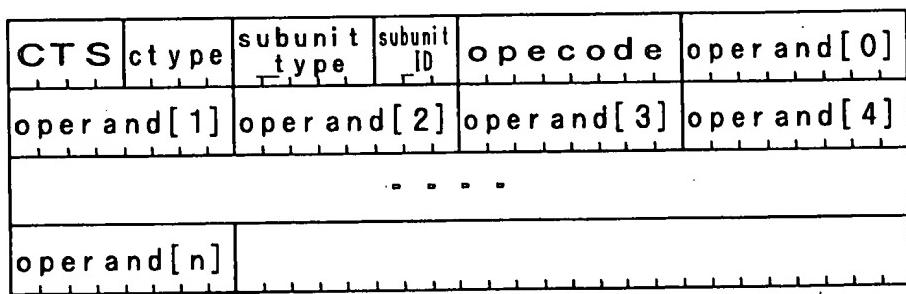
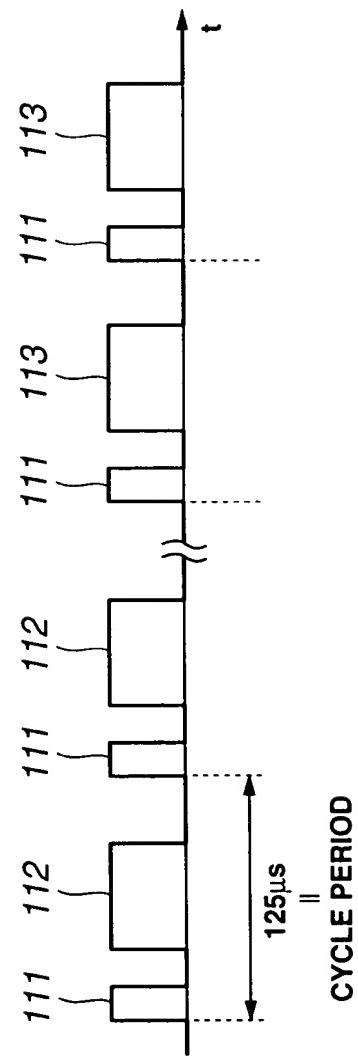


FIG.4

Figure 5 shows three digital waveforms over time  $t$ .



**FIG.5**

pixel_x	pixel_y	interlaced/ progressive	pixel format	screen aspect ratio	pixel aspect ratio	based standard	image size
1080_422_16x9	1920	1080	interlaced/ progressive	YCbCr 4:2:2	16:9	1:1	ITU-R BT. 709-2 3.96MB
1080_420_16x9	1920	1080	interlaced/ progressive	YCbCr 4:2:0	16:9	1:1	ITU-R BT. 709-2 2.97MB
720_422_16x9	1280	720	progressive	YCbCr 4:2:2	16:9	1:1	ANSI/SMP TE 296 M-1997 1.76MB
720_420_16x9	1280	720	progressive	YCbCr 4:2:0	16:9	1:1	ANSI/SMP TE 296 M-1997 1.32MB
576_422_4x3	720	576	interlaced/ progressive	YCbCr 4:2:2	4:3	1.07:1	ITU-R BT.1203 810KB
576_420_4x3	720	576	interlaced/ progressive	YCbCr 4:2:0	4:3	1.07:1	ITU-R BT.1203 608KB
480_422_16x9	720	480	interlaced/ progressive	YCbCr 4:2:2	16:9	1.19:1	ITU-R BT. 709-2 675KB
480_420_16x9	720	480	interlaced/ progressive	YCbCr 4:2:0	16:9	1.19:1	ITU-R BT. 709-2 506KB
480_422_4x3	720	480	interlaced/ progressive	YCbCr 4:2:2	4:3	0.89:1	ITU-R BT.601-4 675KB
480_420_4x3	720	480	interlaced/ progressive	YCbCr 4:2:0	4:3	0.89:1	ITU-R BT.601-4 506KB

**FIG.6**

	msb						lsb
opcode			CAPTURE(42 <sub>16</sub> )				
operand[0]			subfunction				
operand[1]		source_subunit_type		source_subunit_ID			
operand[2]			source_plug				
operand[3]			status				
operand[4]			dest_plug				
operand[5]							
:			print_job_ID				
operand[16]							
operand[17]							
operand[18]				data_size			
operand[19]							
operand[20]							
operand[21]			image_size_x				
operand[22]							
operand[23]			image_size_y				
operand[24]							
operand[25]			image_formatSpecifier				
operand[26]							
operand[27]							
operand[28]			reserved				
operand[29]							
operand[30]			next_pic				
operand[31]				next_page			
operand[32]							

**FIG.7**

value	Type	Meaning
20 <sub>16</sub>	1080i_422chunky_16x9	
21 <sub>16</sub>	1080p_422chunky_16x9	
22 <sub>16</sub>	720p_422chunky_16x9	
23 <sub>16</sub>	480i_422chunky_16x9	
24 <sub>16</sub>	480p_422chunky_16x9	
25 <sub>16</sub>	480i_422chunky_4x3	
26 <sub>16</sub>	480p_422chunky_4x3	
28 <sub>16</sub>	1080i_422liner_16x9	
29 <sub>16</sub>	1080p_422liner_16x9	
2A <sub>16</sub>	720p_422liner_16x9	
2B <sub>16</sub>	480i_422liner_16x9	
2C <sub>16</sub>	480p_422liner_16x9	
2D <sub>16</sub>	480i_422liner_4x3	
2E <sub>16</sub>	480p_422liner_4x3	
30 <sub>16</sub>	1080i_420planer_16x9	
31 <sub>16</sub>	1080p_420planer_16x9	
32 <sub>16</sub>	720p_420planer_16x9	
33 <sub>16</sub>	480i_420planer_16x9	
34 <sub>16</sub>	480p_420planer_16x9	
35 <sub>16</sub>	480i_420planer_4x3	
36 <sub>16</sub>	480p_420planer_4x3	
38 <sub>16</sub>	1080i_420liner_16x9	
39 <sub>16</sub>	1080p_420liner_16x9	
3A <sub>16</sub>	720p_420liner_16x9	
3B <sub>16</sub>	480i_420liner_16x9	
3C <sub>16</sub>	480p_420liner_16x9	
3D <sub>16</sub>	480i_420liner_4x3	
3E <sub>16</sub>	480p_420liner_4x3	
60 <sub>16</sub>	Text(ASCII)	MD-clip ASCII
61 <sub>16</sub>	Text(ISO8859-1)	MD-clip modified ISO8859-1
62 <sub>16</sub>	Text(Music Shifted JIS)	MD-clip Music Shifted JIS

FIG.8

Value(MSB)	Value(LSB)	Type	Meaning
00 <sub>16</sub>		sRGB raw	sRGB raw
00 <sub>16</sub>	00 <sub>16</sub>	sRGB raw	
01 <sub>16</sub>	01 <sub>16</sub>	sRGB raw quadlet	
01 <sub>16</sub>	0X <sub>16</sub>	YCC4:2:2 raw/chunky	YCC raw
	1X <sub>16</sub>	YCC4:2:2 raw/linear	
	8X <sub>16</sub>	YCC4:2:0 raw/chunky	
	9X <sub>16</sub>	YCC4:2:0 raw/linear	
X0 <sub>16</sub>		Pixel ratio 1.00X1.00/ITU-R BT.709-2/interface	
X1 <sub>16</sub>		Pixel ratio 1.19X1.00/ITU-R BT.709-2/interface	
X2 <sub>16</sub>		Pixel ratio 0.89X1.00/ITU-R BT.709-2/interface	
X3 <sub>16</sub>		Pixel ratio 0.89X1.00/ITU-R BT.601-4/interface	
X4 <sub>16</sub>		Pixel ratio 1.07X1.00/ITU-R BT.1203/interface	
X8 <sub>16</sub>		Pixel ratio 1.00X1.00/ITU-R BT.709-2/progressive	
X9 <sub>16</sub>		Pixel ratio 1.19X1.00/ITU-R BT.709-2/progressive	
XA <sub>16</sub>		Pixel ratio 0.89X1.00/ITU-R BT.709-2/progressive	
XB <sub>16</sub>		Pixel ratio 0.89X1.00/ITU-R BT.601-4/progressive	
XC <sub>16</sub>		Pixel ratio 1.07X1.00/ITU-R BT.1203/progressive	
10 <sub>16</sub>		DCF Object	
	00 <sub>16</sub>	Exif2.1	
	01 <sub>16</sub>	JFIF	
	02 <sub>16</sub>	TIFF	
	0F <sub>16</sub>	JPEG	
80 <sub>16</sub> ~8F <sub>16</sub>	00 <sub>16</sub> ~FF <sub>16</sub>	Vendor Dependent format	Special meaning
FE <sub>16</sub>	00 <sub>16</sub>	Unit Plug defined	
	01 <sub>16</sub>	don't care	

FIG.9

$Y_1(L_1)$	$Y_2(L_1)$	$C_{b1}(L_1)$	$C_{r1}(L_1)$
$Y_3(L_1)$	$Y_4(L_1)$	$C_{b3}(L_1)$	$C_{r3}(L_1)$
⋮			
$Y_{N-1}(L_1)$	$Y_N(L_1)$	$C_{b_{N-1}}(L_1)$	$C_{r_{N-1}}(L_1)$
$Y_1(L_2)$	$Y_2(L_2)$	$C_{b1}(L_2)$	$C_{r1}(L_2)$
⋮			
$Y_{N-1}(L_M)$	$Y_N(L_M)$	$C_{b_{N-1}}(L_M)$	$C_{r_{N-1}}(L_M)$

**FIG.10**

$Y_1(L_1)$	$Y_2(L_1)$	$Y_1(L_2)$	$Y_2(L_2)$
$C_{b1}(L_1)$	$C_{r1}(L_1)$	$Y_3(L_1)$	$Y_4(L_1)$
$Y_3(L_2)$	$Y_4(L_2)$	$C_{b3}(L_1)$	$C_{r3}(L_1)$
⋮			
$Y_{N-3}(L_{M-1})$	$Y_{N-2}(L_{M-1})$	$Y_{N-3}(L_M)$	$Y_{N-2}(L_M)$
$C_{b_{N-3}}(L_{M-1})$	$C_{r_{N-3}}(L_{M-1})$	$Y_{N-1}(L_{M-1})$	$Y_N(L_{M-1})$
$Y_{N-1}(L_M)$	$Y_N(L_M)$	$C_{b_{N-1}}(L_{M-1})$	$C_{r_{N-1}}(L_{M-1})$

**FIG.11**

$Y_1(L_1)$	$Y_2(L_1)$	$Y_3(L_1)$	$Y_4(L_1)$
		⋮	
$Y_{N-3}(L_1)$	$Y_{N-2}(L_1)$	$Y_{N-1}(L_1)$	$Y_N(L_1)$
$C_{b1}(L_1)$	$C_{r1}(L_1)$	$C_{b3}(L_2)$	$C_{r3}(L_1)$
		⋮	
$C_{b_{N-3}}(L_1)$	$C_{r_{N-3}}(L_1)$	$C_{b_{N-1}}(L_1)$	$C_{r_{N-1}}(L_1)$
$Y_1(L_2)$	$Y_2(L_2)$	$Y_3(L_1)$	$Y_4(L_1)$
		⋮	
$C_{b_{N-3}}(L_M)$	$C_{r_{N-3}}(L_M)$	$C_{b_{N-1}}(L_M)$	$C_{r_{N-1}}(L_M)$

**FIG.12**

$Y_1(L_1)$	$Y_2(L_1)$	$Y_3(L_1)$	$Y_4(L_1)$
⋮			
$Y_{N-3}(L_1)$	$Y_{N-2}(L_1)$	$Y_{N-1}(L_1)$	$Y_N(L_1)$
$Y_1(L_2)$	$Y_2(L_2)$	$Y_3(L_2)$	$Y_4(L_2)$
⋮			
$Y_{N-3}(L_2)$	$Y_{N-2}(L_2)$	$Y_{N-1}(L_2)$	$Y_N(L_2)$
$C_{b1}(L_1)$	$C_{r1}(L_1)$	$C_{b3}(L_1)$	$C_{r3}(L_1)$
⋮			
$C_{bN-3}(L_1)$	$C_{rN-3}(L_1)$	$C_{bN-1}(L_1)$	$C_{rN-1}(L_1)$
$Y_1(L_3)$	$Y_2(L_3)$	$Y_3(L_3)$	$Y_4(L_3)$
⋮			
$C_{bN-3}(L_{M-1})$	$C_{rN-3}(L_{M-1})$	$C_{bN-1}(L_{M-1})$	$C_{rN-1}(L_{M-1})$

**FIG.13**

**FIG.14**

Address Offset	1 <sup>st</sup> byte	2 <sup>nd</sup> byte	3 <sup>rd</sup> byte	4 <sup>th</sup> byte
00 00 00 0016	Y1(L1)	Y2(L1)	Cb1(L1)	Cr1(L1)
00 00 00 0416	Y3(L1)	Y4(L1)	Cb3(L1)	Cr3(L1)
:	:	:	:	
00 00 05 9C16	Y719(L1)	Y720(L1)	Cb719(L1)	Cr719(L1)
00 00 05 A016	Y1(L2)	Y2(L2)	Cb1(L2)	Cr1(L2)
:				
00 0A 8B FC16	Y719(L480)	Y720(L480)	Cb719(L480)	Cr719(L480)

**FIG.15**

Address Offset	1 <sup>st</sup> byte	2 <sup>nd</sup> byte	3 <sup>rd</sup> byte	4 <sup>th</sup> byte
00 00 00 00 16	Y1(L1)	Y2(L1)	Y1(L2)	Y2(L2)
00 00 00 04 16	Cr1(L1)	Cr1(L1)	Y3(L1)	Y4(L1)
00 00 00 08 16	Y3(L2)	Y4(L2)	Cb3(L1)	Cr3(L1)
:	:	:		
00 07 E8 F8 16	Cb717(L479)	Cr717(L479)	Y719(L479)	Y720(L479)
00 07 E8 FC 16	Y719(L480)	Y720(L480)	Cb719(L479)	Cr719(L479)

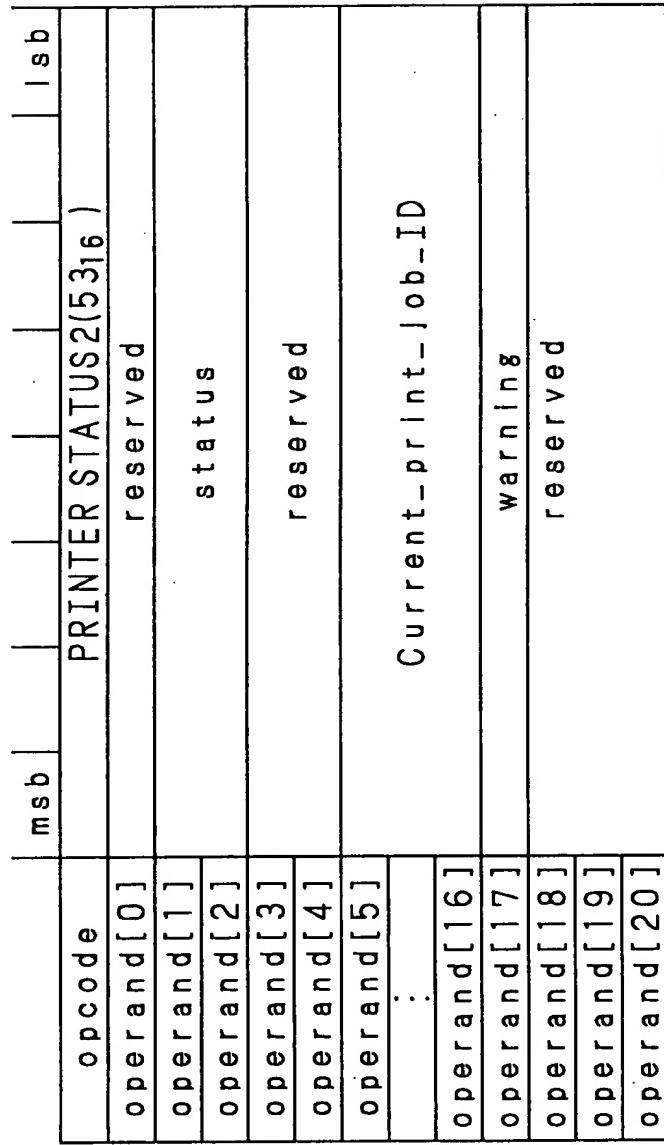
# FIG.16

Address Offset	1 <sup>st</sup> byte	2 <sup>nd</sup> byte	3 <sup>rd</sup> byte	4 <sup>th</sup> byte
00 00 00 0016	Y1(L1)	Y2(L1)	Y3(L1)	Y4(L1)
:	:	:	:	
00 00 02 CF16	Y717(L1)	Y718(L1)	Y719(L1)	Y720(L1)
00 00 02 D016	Cb1(L1)	Cr1(L1)	Cb3(L1)	Cr3(L1)
:	:	:	:	
00 00 05 9F16	Cb717(L1)	Cr717(L1)	Cb719(L1)	Cr719(L1)
00 00 05 A016	Y1(L2)	Y2(L2)	Y3(L2)	Y4(L2)
:	:	:	:	
00 0A 8B FC16	Cb717(L480)	Cr717(L480)	Cb719(L480)	Cr719(L480)

**FIG.17**

Address Offset	1 <sup>st</sup> byte	2 <sup>nd</sup> byte	3 <sup>rd</sup> byte	4 <sup>th</sup> byte
00 00 00 0016	Y1(L1)	Y2(L1)	Y3(L1)	Y4(L1)
:	:	:	:	
00 00 02 CF16	Y717(L1)	Y718(L1)	Y719(L1)	Y720(L1)
00 00 02 D016	Y1(L2)	Y2(L2)	Y3(L2)	Y4(L2)
:	:	:	:	
00 00 05 9F16	Y717(L2)	Y718(L2)	Y719(L2)	Y720(L2)
00 00 05 A016	Cb1(L1)	Cr1(L1)	Cb3(L1)	Cr3(L1)
:	:	:	:	
00 00 08 6F16	Cb717(L1)	Cr717(L1)	Cb719(L1)	Cr719(L1)
00 00 08 7016	Y1(L3)	Y2(L3)	Y3(L3)	Y4(L3)
:	:	:	:	
00 07 E8 FC16	Cb717(L479)	Cr717(L479)	Cb719(L479)	Cr719(L479)

**FIG.18**



# FIG.19

address offset	msb	colorant- Empty	Cover- open	Jummed	Head- error	Small- paper	No_cartrid ge	occupied	testing	lsb
0016										
0116	Warmup							Reserved		

Value	Symbol	Meaning
8016	colorant_Eempty	COLOR MATERIAL (Dye/Ink/Ribbon/Toner)empty. 0=No error, 1=Empty
4016	Cover_open	COVER OPENED 0=No error, 1=Open
2016	jummed	PAPER STUFFING 0=No error, 1=Jummed
1016	Head_error	HEAD NOT OPERABLE 0=No error, 1>Error
0816	Small_paper	SMALL PAPER SIZE 0=No error, 1=Small
0416	No_cartridge	NO CARTRIDGE 0=No error, 1=No cartridge
0216	occupied	FROM OTHER I/F 0=Not occupied, 1=Occupied
0116	testing	TESTING ON 0=Not testing, 1=In testing
8016	Warmup	NOT READY

**FIG.20**

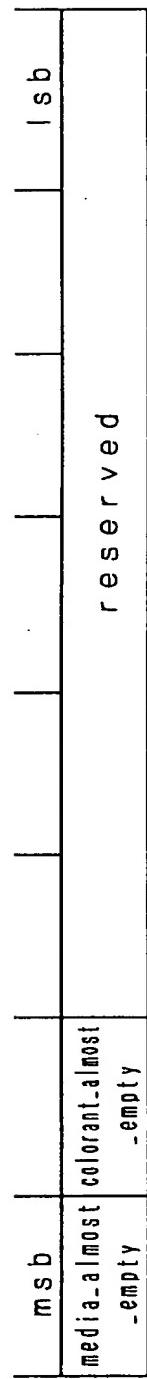
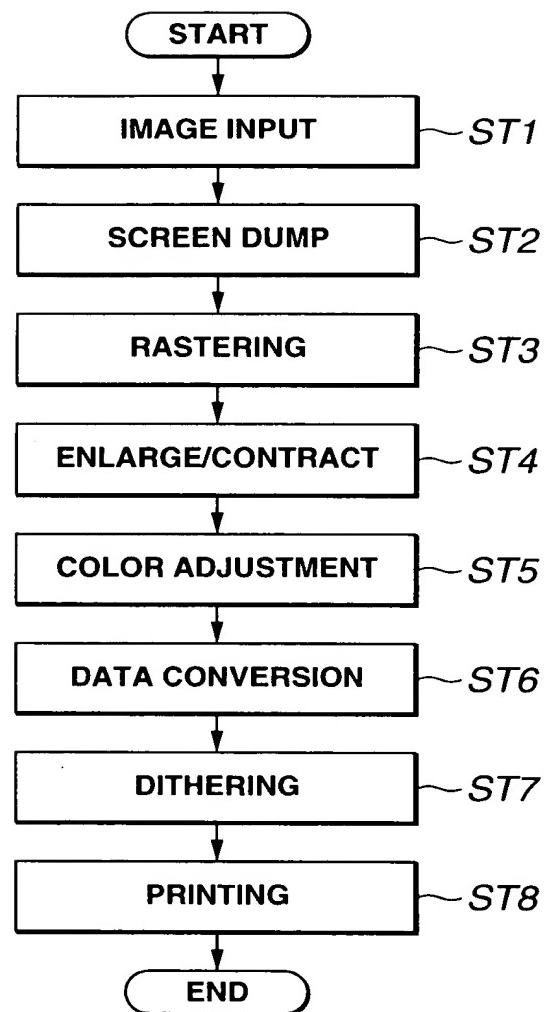


FIG.21

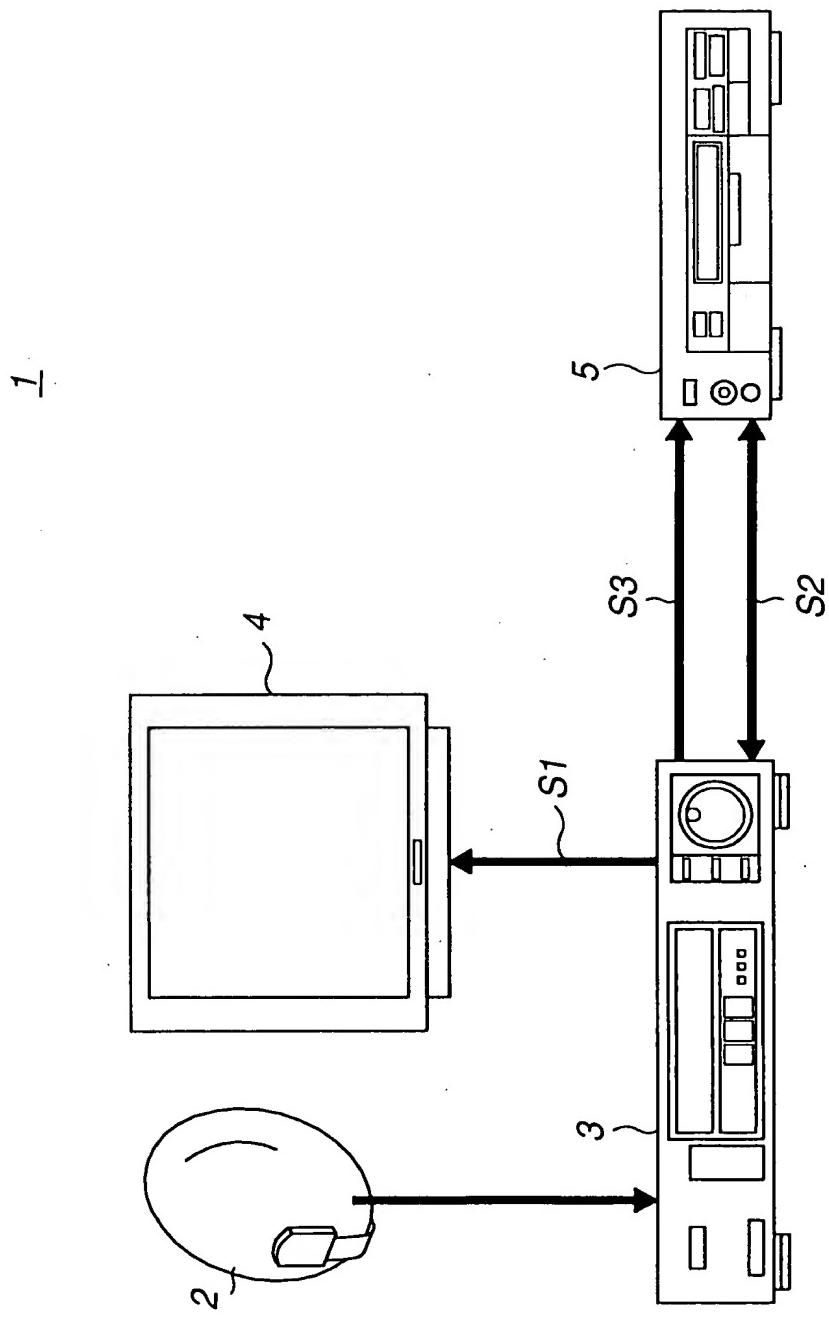
## FIG.22

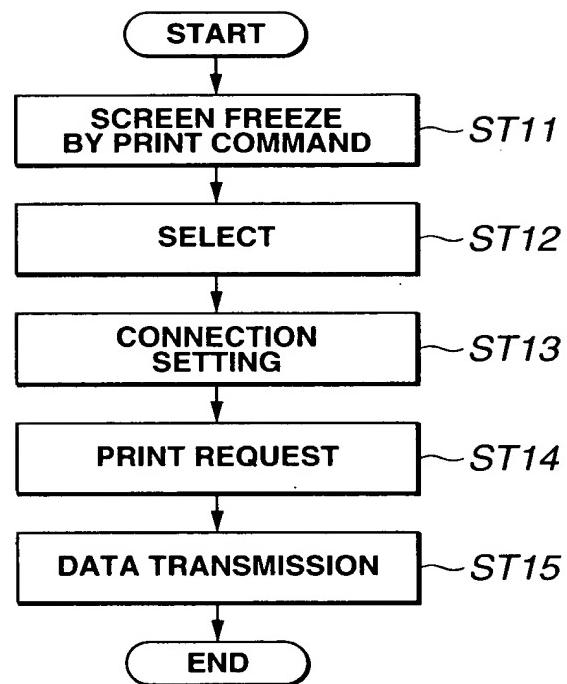
value	Symbol	Meaning
8016	media-almost-empty	PAPER almost empty. 0=No error, 1=Empty
8016	colorant-almost-empty	COLOR MATERIAL (Dye/Ink/Ribbon/Toner) almost empty. 0=No error, 1=Empty



**FIG.23**

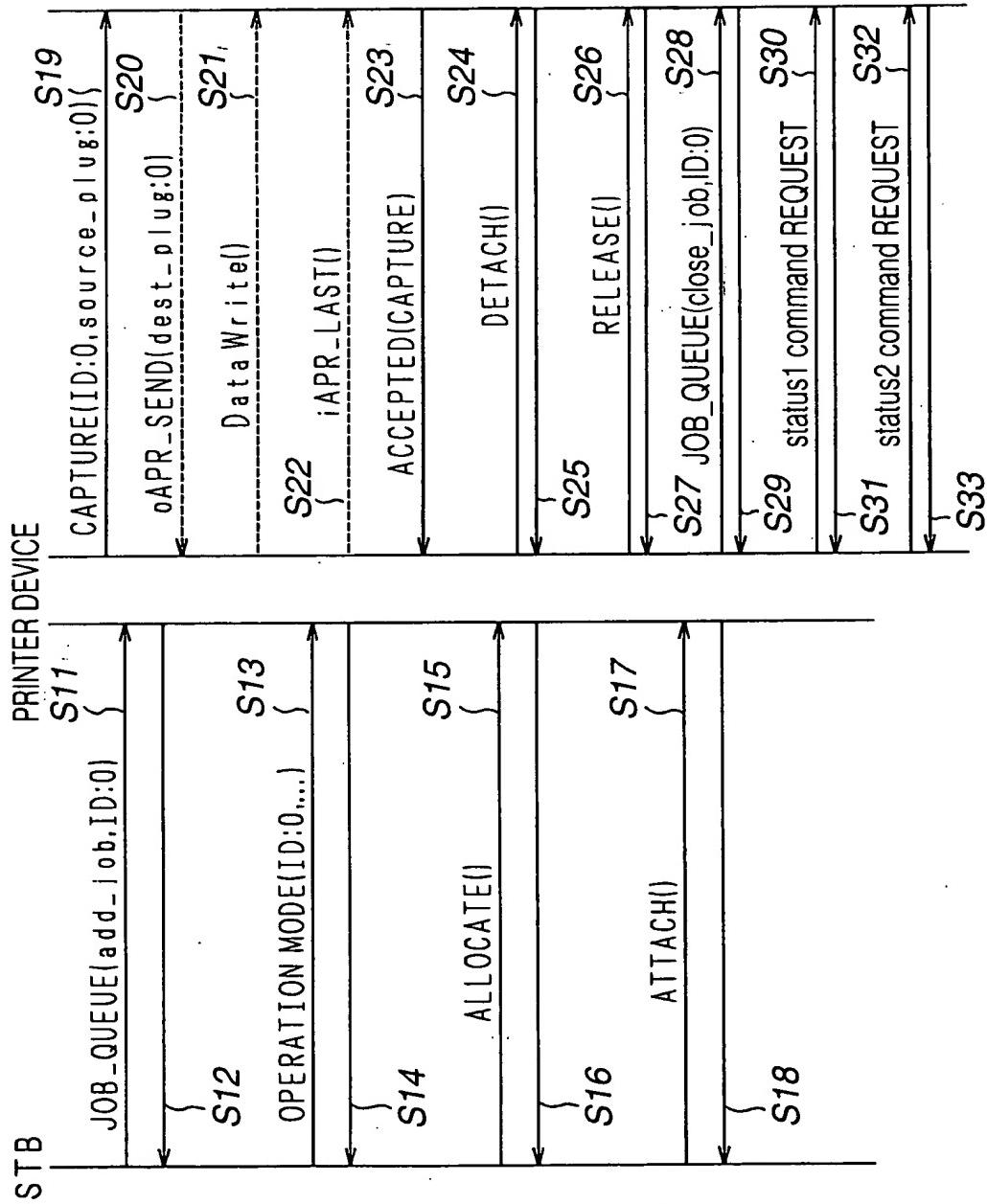
**FIG.24**

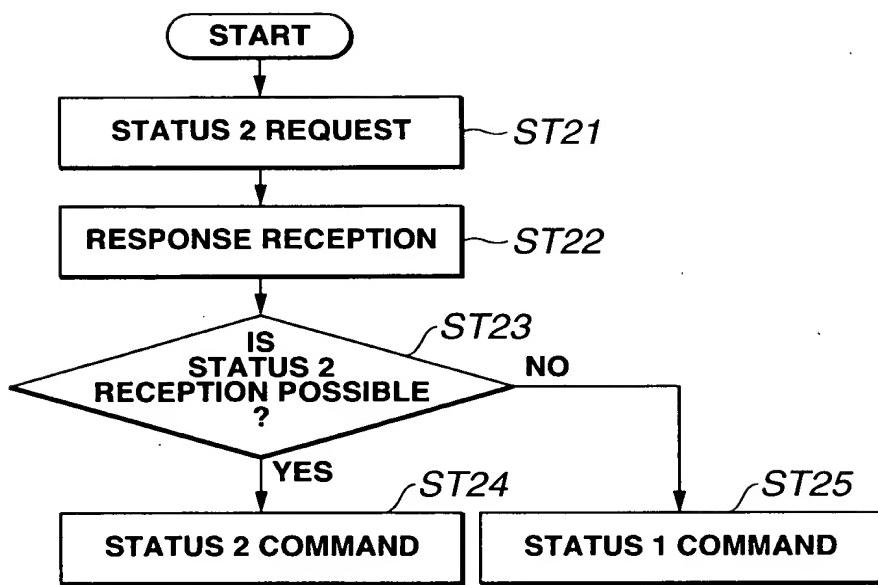




**FIG.25**

**FIG.26**





**FIG.27**

**FIG.28**

